Real World TOT Route Entry Techniques

- Assumptions
  - 180 kts ground (3nm/min)
  - 180 degree standard rate turn = 1 minute
- Elapsed Timer
  - Your Real World TOT will be your entry time plus ETE to your target.
  - In order to match a real world TOT with the T-6A elapsed timer it is easiest to hack the clock at the entry time regardless of whether you are physically at your route entry point. Now being 20 seconds late on the route equates to 20 seconds slow.
  - If you choose to hack your elapsed timer at your route entry point you will have to add/subtract the difference between the entry time and the time over your route entry point to each checkpoint and turn-point. Example; You have an entry time of 0800:00 and you hack your elapsed timer at 0800:30, you will need to subtract 30 seconds from all the times on your kneeboard.
- Holding Pattern Technique
  - If you arrive early you can enter a holding pattern
  - In this example each lap takes 4 minutes
- Outbound Technique
  - Flying outbound from your route entry point you can use your GPS time to go function to enter the route on time. For Example; You have an entry time of 0800:00 and you have overflown your entry point. If you are outbound and your GPS reads 2 minutes to go **and** it is 0757:00 ,you should turn inbound. 1 minute for the turn and 2 minutes for the "run-in". If your GPS reads 3 minutes to go **and** 0756:00 you should turn inbound.
- Airspeed Technique
  - If you are inbound to your route entry point already "fenced-in", direct your IP to adjust his/her airspeed until the time to the entry point equals the time to the entry time.
- ROE
  - Your IP will allow you to use the GPS to work the timing for route entry.
  - Your IP may not allow you to use the GPS until you visually identify your route entry point.